Interplay™
Interplay Productions
3710 S. Susan, Suite 100
Santa Ana, CA 92704
(714) 549-2411

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Radical Psycho Machine RACING

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

LICENSED BY

Nintendo

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Section 1: The Story

The ultimate Race Circuit has just been formed and you have the pole position. You've driven cars in many races before but it doesn't take long for you to realize that this is no ordinary race. The Race begins and someone forces you off the road before you even get started. This could be more than you bargained for. In this race the best defense is a good offense; you can't always win a race by just being the fastest. Sometimes the best way to win is to eliminate the competition.

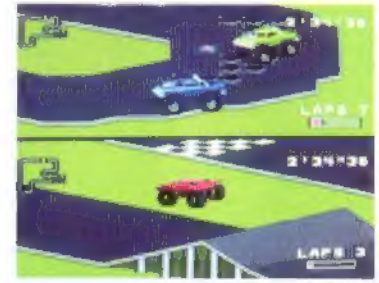
This new breed of racing was born from the idea of making car racing a more popular spectator sport. Most people enjoy watching the wrecks more than the race itself. Therefore, if you can somehow cause more wrecks to happen you could drastically increase the popularity of the sport. It was this philosophy that led to the introduction of hills and jumps to the tracks. It seemed to be quite the logical progression. The less the cars' tires are touching the track, the greater the chance for crack-ups.

The next change was the introduction of track surfaces that reduced traction and handling. When dirt wasn't quite slick enough the race organizers began adding sections of ice.

It wasn't much longer until the tracks were being designed with intersections and forks to further create

chaos during races. Cars crossing each others paths at top speed was just what the sport needed to create more tension and excitement.

In an attempt to improve their cars, it became quite common for drivers to equip their cars with Nitrous Oxide. A quick spray into the carburetor at the right time and this fuel gives a tremendous burst of speed. Sometimes this is all it takes to keep from slamming into another car at top speed and bursting into a flaming inferno.



The final addition to the sport was making some weaponry legal. At first it was just oil guns on the back of the cars to create oil hazards in the path of all tailgaters. When this wasn't deadly enough land mines were added; now following too close is a mistake you only make once.

Car racing has come a long way from the days of the oval track. It may be more exciting to watch, but do you have the guts to drive it yourself? There are no pit stops and the race won't stop until there is a winner. If you don't finish in first place you might consider yourself a winner if you finish alive!

Section 2: Game Features

RPM Racing puts you in the driver's seat of your choice of three Radical Psycho Machines. There are 24 levels of tracks to challenge your skills. Each level has from 2 to 8 tracks for a total of 128 completely different race experiences.

The innovative split screen allows for exciting two player action. Race against a friend and the computer in the race of your life. You start off the game with enough money to buy a base car and still have enough money to pay the entrance fee on the first track. Winning the race pays off big; the prize money will come in handy for buying better equipment, racing more races, and paying the license fee required to advance up levels. The Save Game feature will save you the trouble of starting over or entering a long password every time you start up. Tired of racing on our tracks? Build some of your own. The custom race feature allows you to design and build your own race tracks then race on them with any car you want to build. You can even race against another player and any of the computer cars you want.

Add intersections, forks, hills of ice and all the jumps you can handle. When the track is ready, go to the Shop and build whatever car you want.

With your custom track and car, you're ready to race a friend or any of the computer cars you want.

Section 3: Getting Started

The Main Menu

The Main Menu Screen

To watch a demo of the game, put the game cartridge into the Super NES and then turn on the power. There will be a short sequence of title screens followed by a demo. Hitting the start button at any time will abort the demo and take you to the main menu screen.

SAVED GAME

During the race circuit your game will be saved each time you advance up a level. Your game will also be saved each time you go back down a level. Hitting *reset* or turning off the machine will cause you to lose all money and equipment you have acquired since you last went up or down a level.

START BUTTON

Player One - Aborts the demo and sends you to the Main Menu. Player Two - Allows player two to join game.

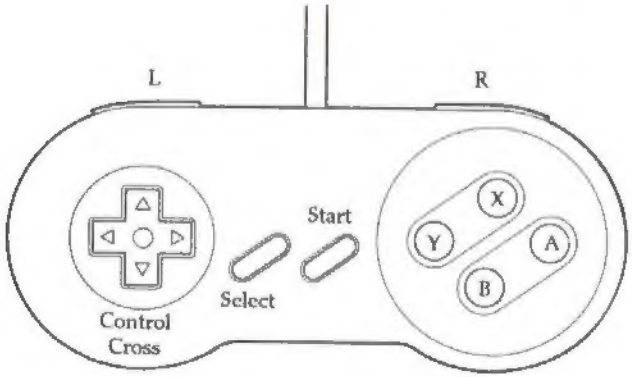
CONTROL PAD

Moves the cursor around the Main Menu to select either one of the four saved games or the Custom Track Builder.

BUTTON B
Selects the saved game that is selected or sends you to the Custom Track Builder depending on what the cursor is highlighting.

BUTTON Y
Prompts the player to erase the saved game in the slot that is highlighted.

QUICK START
Move the cursor up and down with the Control Pad and read the information in the middle window. This window will tell you the contents of the saved game. To start a new game find one that says empty and press button B. This will send you to the Equipment Shop to purchase your car body. If there are no empty saved games, find one you want to erase and press button Y. The Middle window will give you the option to ERASE or ABORT. Press button B to erase the game and then button B again to select this empty slot for racing.



Section 4: The Race Circuit.

START BUTTON
Races whatever track is currently shown in the track window, provided the player has enough money to race it.

CONTROL PAD
One Player Mode - Moves the cursor around the Race Circuit Menu to highlight either the Change Level Buttons, the Equipment Shop Button, or the Track Selector Buttons.
Two Player Mode - Not Used.

Race Circuit Screen, Level 1

BUTTON B
One Player Mode -Selects the Button that is currently highlighted. See Button Definitions below.
Two Player Mode - Selects the Equipment Shop.

BUTTON Y
Backs up to the Main Menu.

Level Up & Level Down
These Buttons when selected will prompt the player to either go up or down a level in the game. When the Level Up Button is selected the player is shown what the fee is to advance to the next level. The player can then either press button B to advance or button Y to abort and remain on the same level. The same is true when the Level Down

Race Circuit Screen, Level 15

is selected. Pressing button B will move the player back down to the previous level while button Y will abort and allow them to remain on their current level. Players will not be allowed to advance to a level if they do not have enough money to pay both the level fee as well as the fee for the first race on that level.

Race Circuit Screen, Level 24

Equipment Shop

Selecting the Shop Button will send the player to the equipment shop. At the Shop the players can equip their cars with better parts as well as weapons if they have enough money.

Track Selector Buttons

Selecting the Up Arrow Button will scroll through the tracks on this level in the forward direction. Likewise, selecting the Down Arrow Button will scroll through the tracks in reverse.

Run Through

Move the Control Pad up, down, right and left to see the cursor move around the different choices on this menu. Move the cursor to the Track Selector Buttons and look through all the different tracks on this level (there are from 2 - 8) by pressing button B while the cursor is over the Up Arrow or the Down Arrow. Pick one you like and press start to race it.

Two Player Mode

In two player mode the screen looks a little different than the one pictured above. The select track buttons and

the Level Up and Level Down Buttons have been removed. In the two player game players have a set number of races on each level to earn enough money to move onto the next level. Players that do not have enough money to continue are dropped and the game will continue with the remaining player. The Cursor is on the SHOP Button and can not be moved with the Control Pad. Pressing button B will select the SHOP.

Equipment Shop

Equipment Shop Screen - Shown With All Possible Equipment

START BUTTON

Returns to the previous menu when done with the Equipment Shop.

CONTROL PAD

The Control Pad moves the Cursor around the items in the shop. When the Cursor is over a valid item, a description of the item is shown in the upper left-hand window.

BUTTON B

Purchases the item that is currently selected unless the item is already owned or the player does not have enough money. If the item is already owned then button B will bring up the option to sell the item back. Items can be sold back at half their original cost. Hitting B again will sell it back, button Y will abort and keep the item.

BUTTON Y

Returns to the previous menu when done with the Equipment Shop.

The Race

The upper left-hand corner of the Race screen has an overhead view of the current track. On this track are colored dots representing the location of all four cars in the race. The upper right-hand side of the screen has a timer showing the total elapsed time of the race. The bottom right-hand corner shows both the number of laps remaining in the race and the damage indicator. When the damage indicator reaches zero, it's time to get the marshmallows because your car will be in flames.

The Agony of Defeat - A Perfect Example of What Happens When Your Damage Indicator Gets Too Low.

At the start of every race players will be given one land mine. If the player chooses not to use the mine, they will accumulate from race to race.

CONTROL PAD

The Control Pad is used to steer the car. Pushing the Control Pad right and left will turn the car right and left as if the player was in the driver's seat of the car.

Pushing the Control Pad up will engage the nitrous oxide cannisters. This works in addition to button X.

START BUTTON

This will pause the race. Hitting start again will resume the race.

BUTTON B

Button B is the accelerator for the car. Press and hold it down to go. Let it go to slow down and stop.

BUTTON Y

Button Y is the Mine Dropper button. If you have equipped your car with Mines in the equipment shop you can drop them in the race with button Y.

BUTTON X

Button X is used to engage the Nitrous Oxide canisters. If you have equipped your car with Nitrous in the equipment shop you can use it at any time with button X. Remember, both the Control Pad Up and button X are inactive if you have not purchased any nitrous oxide in the equipment shop.

BUTTON A

Button A is the Oil Dropper button. If you have equipped your car with Oil in the equipment shop you can drop puddles in the race with button A.

BUTTONS R and L

These buttons are used in conjunction with the Control Pad to add extra sharp turns to the steering of your vehicle. By themselves, these buttons are identical to the Control Pad. Pressing R will turn you right, pressing L will turn you left. To achieve a super sharp turn, simply press the Control Pad in the direction you want to turn and simultaneously press the corresponding R or L button.

Post Race

CONTROL PAD

If a record is set by a human driver for a particular track the player is allowed to enter their Initials to be saved along with the record. When this happens, the Control Pad is used to move left and right through the three initials while up and down will change the flashing letter to the next or previous letter in the alphabet.

The Thrill of Victory - Hopefully, You Will See This Screen a Lot

START BUTTON

This will leave the post race screen and return to the outer menu.

Only the Top Two Finishers Win Money - Better Try Again

BUTTON B

This will leave the post race screen and return to the outer menu.

Section 5: Custom Track Construction

Choose Track Screen

CONTROL PAD

Moves the cursor up and down to highlight one of the six saved tracks.

START BUTTON

This will select the currently highlighted track for racing and send the player to the Shop to pick out a car and equipment.

The Custom Track Screen - Pick a Track to Edit or Race

BUTTON B

This will select the highlighted track for editing on the Edit Track Screen.

BUTTON Y

This will send the player back up to the Main Menu.

Choose Enemy Screen

CONTROL PAD

Moves the cursor up and down to highlight one of the eight Computer Cars. The further down the list the better the driver.

BUTTON B

This will select the Computer Car that is highlighted for racing on the track that was previously selected.

BUTTON Y

This will send the player back up to the Shop to pick out a different car and equipment.

Edit Track Screen

CONTROL PAD

Moves the cursor up, down, right and left around the track pieces and the track building area. Moving the cursor down off the bottom will go to the piece adjustment area. When in the adjust piece area, the Control Pad moves the pieces of the track up and down. Moving farther to the right will allow the track type to be adjusted. Farther still will allow adjustment of the gravity and the number of laps in the race. When adjusting a start piece, the direction of the starting cars can be also adjusted.

Build Any Kind of Track You Like!

BUTTON B

When over the Piece Area, button B will pick up the piece under the cursor. While over the Build Track Area, button B will set down the selected piece.

BUTTON Y

Button Y will pick up whatever piece is under the cursor on either the Build Track Area or the Piece Area.

BUTTON A

Button A will also send you to the Adjust Area to adjust whatever piece is in the selected Piece Area.

BUTTONS R and L

When adjusting a track piece, buttons R & L will shift the entire piece up or down.

Section 6: Hints and Tips

It is important to remember not to leave a level too early. The overall goal should be to advance to level 24 and acquire enough money to pay the retirement fee in as few races as possible. However, leaving a level too early will not leave you with enough money to race too many times should you lose a race. If you don't have enough money to run a race on a given level you will have to go back down a level and work your way back up.

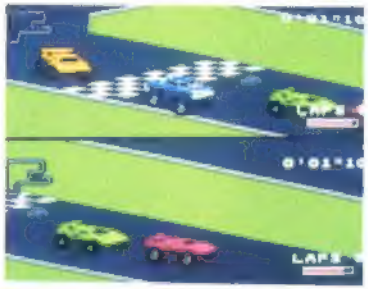
Beware of Mine Fields!!!

Do keep in mind that the higher the level the more the payoff for winning the race. You would have to race a race 5 or 6 times to equal the money you could win on the next level. Stay on a level until you have enough money to equal about twice the license fee. This will help keep you from having to go back down a level for lack of money. In many cases you will be able to advance a level sooner but better safe than sorry. If you never plan on losing a race you can advance as soon as the game will let you, but if you try this you had better be good.

As far as the race goes, get to know the track. Some tracks have short cuts and some things that look like short cuts may not be. Many tracks have jumps that are near corners. Remember that it is hard to change direction while you are in the air. The solution is plan ahead, take

the first lap at a reasonable pace and then once you have seen all of the track put the pedal to the metal.

Another important thing to keep in mind is that all the weapons can only be used effectively if you are in front of someone. This means get the lead as soon as you can and use whatever force necessary to keep it. Use the weapons strategically. A properly placed oil slick or mine can make an opponent slam into a corner or miss a shortcut. Also remember, while you get no bonus points for leftover weapons, running out can be a deadly mistake. Use them wisely. Don't waste your mines because we all know that a mine is a terrible thing to waste.



When You See An Opening, Hit the Nitro to Pass

It is also important to get to know your opponent. If you know what equipment is on his car you will know what to expect. If you are sure that you have a bigger engine, then wait for a straight stretch to pass. If you have better tires, make your move on the corner. If your suspension is better, the big jumps won't slow you down so be ready to pass.

Don't forget to improve your car. Moving up levels is important, but if you don't improve your equipment you won't stand a chance against the better opponents.

Have fun. Wreck your car if you want. The one thing you will never get in this game is a repair bill.

Section 7: Credits

Programmed by
Allen Adham, Mike Morehaime, Bill Heineman

Produced by
Michael Quarles

Associate Producer
Matthew Findley

Executive Producer
Brian Fargo

Art Director
Todd Camasta

Artists
Rob Nesler, Jason Magness, Brian Giberson

Designed by
Matthew Findley

Additional Design
Michael Quarles, Allen Adham, Brian Giberson, Jason Magness

Music by
The Fat Man

Sound by
Scott La Rocca, Bill Heineman

Play Testing
Jacob R. Buchert III, J. Phil Britt

Manual by
M. W. Findley

Manual Design by
Vince DeNardo

Manual Quality Control by
Thomas R. Decker

Special Thanks to
Godzilla, Elvis, Big Gulps, Gandalf, Sasha

No Thanks to
Ced16, Track Meet, Sonic, C-64, Matt's Cast

Watch for RPM II - The Revenge. This time it's personal.

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Interplay Productions
3710 South Susan,
Suite 100
Santa Ana, CA 92704

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